CHRONOTYRYN

Before you stands a fourteen-foot tall crow with two imposing heads. Its feathers glisten with a metallic sheen, and below its wings are a pair of five-fingered humanoid arms. Its bearing is regal, and the creature stands upright, analysing you with four curious eyes. In one of its hands it clutches a golden staff, and its body is adorned with all manner of arcane trinkets and finery.

Two Headed Corvus. Chronotyryns are large semi-humanoid monstrosities that resemble crows. In much the same way that crows are considered highly intelligent when compared to other common birds, the chronotyryn is a genius among monsters. They are intelligent in the extreme, large in part due to the fact that they have two brains. Unlike other two-headed creatures, such as ettins, the chronotyryn has one singular personality. While they are capable of taking multiple actions simultaneously, the chronotyryn is still one individual personality. It doesn't argue with itself and the two heads never disagree on anything, because they are the same entity. Sometimes the creature will converse with itself creating the illusion that the heads are having a back and forth conversation. This, however, is merely the way a chronotyryn works through its thoughts. When speaking directly to someone else the two heads speak simultaneously, providing an eerie echo for itself.

Imperious Magicians. Chronotyryns are exceptionally talented in the ways of magic and equally condescending. They use their intelligence to master spells that are out of reach for most creatures. This allows them to achieve great things in a short amount of time, and to ensure they are prepared for any situation in battle. By dividing their intellect between two brains, the chronotyryn can cast spells and take other actions in quick succession, sometimes even simultaneously casting two different spells at once. They thirst for knowledge relentlessly and are known to hoard all manner of arcane secrets, only willing to trade them in exchange for something of equal value.

Adamantine Feathers. The feathers of a chronotyryn are nearly impenetrable. They naturally grow a coat of adamantine-infused feathers that makes for both an excellent shield, and a deadly natural weapon. Their feathers are often sought after by blacksmiths as a source of adamantine that does not need to be extracted from a mine. Many chronotyryns are willing to trade their old feathers in exchange for magical items they can make use of.

Trinket Collectors. Much like the crows they bear a passing similarity with, chronotyryns love to collect shiny objects. Rather than gathering trinkets based solely on how they glitter in the light, chronotyryns collect magic items. They are always adorned in gold and silver finery that often serves a purpose beyond looking nice. Many of the objects worn by these creatures are enchanted to provide some kind of benefit to the chronotyryn. They also make a point to carry an arcane staff with them wherever they go to augment their spells and in some cases allow them access to spells they don't normally have prepared.

Optional Treasure: Rod of Corvus

Many chronotyryns carry with them a magical item called a ***rod of corvus***. A chronotyryn equipped With such a treasure should be considered a CR 18 encounter.

Rod of Corvus
adventuring gear (rod)
Category: Items
Item Rarity: Very Rare *(requires attunement)*
Weight: 2

While holding this rod, you can use an action to cast the following spells without expending a spell slot.

3/day each: *faerie fire, reverse gravity*
1/day each: *feeblemind, time stop*

Chronotyryn

Large Monstrosity, Typically Lawful Evil

Armour Class - 18
Hit Points - 225 (18d10 + 126)
Speed - 30 ft., fly 70 ft.

STR 20 (+5)
DEX 26 (+8)
CON 24 (+7)
INT 23 (+6)
WIS 17 (+3)
CHA 24 (+7)

Saves WIS +8
Skills Arcana +11, History +11, Perception +8
Damage Resistances acid, cold, fire, lightning, bludgeoning, slashing, and piercing from non-magical weapons not made from adamantine.
Damage Immunities thunder
Senses passive Perception 19
Languages Abyssal, Celestial, Common, Draconic, Giant, Infernal, Undercommon
Challenge 16 (15,000 XP)

Proficiency Bonus +5

Traits

Dual Actions.
When the chronotyryn rolls initiative, it rolls twice and takes two turns in the initiative order every round.

Two Heads.
The chronotyryn has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Spellcasting.

The chronotyryn is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Due to its nature, the chronotyryn can concentrate on two spells simultaneously. The chronotyryn has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, mending, mage hand, ray of frost*

1st level (4 slots): *detect magic, expeditious retreat, grease, magic missile, shield*

2nd level (3 slots): *acid arrow, invisibility, mirror image, misty step*

3rd level (3 slots): *counterspell, dispel magic, fireball, lightning bolt, sleet storm, slow*

4th level (3 slots): *black tentacles, dimension door, greater invisibility, ice storm*

5th level (2 slots): *cloudkill, hold monster*

6th level (1 slot): *disintegrate, globe of invulnerability*

Actions

Multiattack.
The chronotyryn makes three attacks, one with its bite and two with its talons.

Bite.
Melee Weapon Attack: +13 to hit, reach 5 ft., one creature.
Hit: 14 (1d12 + 8) piercing damage.

Talons.
Melee Weapon Attack: +13 to hit, reach 5 ft., one creature.
Hit: 12 (1d8 + 8) slashing damage.

Feather Flurry.
Ranged Weapon Attack: +13 to hit, reach 60/120 ft., one creature.
Hit: 26 (4d8 + 8) slashing damage. The feathers are made of adamantine.

Sonic Screech (1/Day).
The chronotyryn unleashes a burst of deafening sound in a 20 foot radius centred on itself. All other creatures in the area take 45 (10d8) thunder damage, or half as much on a successful DC 18 Constitution Saving Throw. A creature that fails their save by more than 5 is deafened for 1 minute.